

```

1 REM *** MEMORY PEEK ***
2 REM FOR VZ 200
3 REM BY R. CARSON
4 REM *****
5 CLS
6 PRINT "*****";
7 PRINT "*****";
8 PRINT "PRESS <SPACE> TO SLOW DOWN PRINTING";
9 PRINT "*****";
10 PRINT "*****";
11 PRINT "PRESS <SPACE> FOR NEW ADDRESS";
12 PRINT "*****";
20 INPUT "MEMORY LOCATION DECIMAL=";X1
22 PRINT "*****";
23 FORD=0T0499:NEXTD
24 GOTO20000
25 X=ABS(X1)+ABS(A1)
26 IFX>65535THENGOTO20100
30 A2=X/4096:B2=A2-INT(A2):C2=INT(A2-B2):Z=65
40 FORD=10T015
50 IFC2=YTHEN0$=CHR$(Z):GOTO80
60 Z=Z+1:NEXT
80 D2=B2/4096:E2=D2/256:F2=E2-INT(E2):G=INT(E2-F2):Z=65
90 FORD=10T015
100 IFG=YTHENR$=CHR$(Z):GOTO130
110 Z=Z+1:NEXT
130 H=F2/256:I=H/16:J=I-INT(I):K=INT(I-J):Z=65
140 FORD=10T015
150 IFK=YTHENS$=CHR$(Z):GOTO180
160 Z=Z+1:NEXT
180 L=J/16:M=L-INT(L):P=INT(L-M):Z=65
190 FORD=10T015
200 IFP=YTHENT$=CHR$(Z):GOTO230
210 Z=Z+1:NEXT
230 IFC2>9THEN240ELSE250
240 PRINTTAB(2)0$:GOTO260
250 PRINTC2:
260 IFG>9THEN270ELSE280
270 PRINTTAB(4)R$:GOTO290
280 PRINTG:
290 IFK>9THEN300ELSE310
300 PRINTTAB(6)S$:GOTO320
310 PRINTK:
320 IFP>9THEN330ELSE340
330 PRINTTAB(8)T$:GOTO350
340 PRINTP:
350 GOTO5055
5030 FORD1=0T065535
5032 X2=A1+X1
5035 IFX2>65535THENGOTO20100
5037 IFX2>32767THENX2=X2-65536
5040 B1=PEEK(X2)
5045 L$=INKEY$:IFL$="" THEN25
5047 GOTO5055
5052 PRINT "*****";
5053 FORD=0T0499:NEXTD
5055 PRINTTAB(12)X1+A1:
5060 PRINTTAB(20)X2:
5070 PRINTTAB(26)CHR$(B1):
5080 PRINTTAB(28)B1
5085 L$=INKEY$:IFL$="" THEN20
5100 NEXTH1
20000 IFX1<-32768THENGOTO20100
20020 GOTO5030
20100 PRINT "*****";
20110 PRINT "*****";
20115 L$=INKEY$
20116 I$=INKEY$:IFI$="" THEN20116
20117 IFI$="Y"CLSGOTO20
20118 IFI$="N"CLSEND
20120 I$=INKEY$:IFI$>"Y"ANDI$<"N" THEN20116

```

### MEMORY PEEK VZED by Ron Carson

If you are interested in finding out what your VZ200 stores in its memory enter this program and have a look.

The program will display on the screen the information you need to know to run it and asks for a start address in decimal.

After going to the start location it will print the DECIMAL address, Z80 address, CHR at that address and ASCII code.

The program runs very quickly so to slow it down press the SPACE key. Pressing the SPACE key slows down the program and also prints the HEX address of each location on the screen.

If you want to change the memory location while the program is running press the (:) colon key and you will be asked for a new start address.

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